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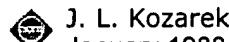Found **193** of **171,143**

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1 Hardware support for distributed objects in a hypercube   ◼

J. L. Kozarek

January 1988 **Proceedings of the third conference on Hypercube concurrent computers and applications: Architecture, software, computer systems, and general issues - Volume 1**

Publisher: ACM Press

Full text available: 📄 pdf(813.20 KB)   Additional Information: full citation, abstract, references, index terms

A survey of parallel programs written for an experimental hypercube indicates that while systolic dataflow programs map well to a hypercube, general purpose programs with random dataflow are seriously constrained by the cost of communication. This paper proposes the augmentation of the hypercube architecture with a special-purpose communications coprocessor that provides hardware support for distributed objects. We anticipate this will increase the efficiency of inter-process commun ...

2 Network attached storage architecture   ◼

Garth A. Gibson, Rodney Van Meter

November 2000 **Communications of the ACM**, Volume 43 Issue 11

Publisher: ACM Press

Full text available: 📄 pdf(224.67 KB)
📄 html(43.39 KB)   Additional Information: full citation, references, citings, index terms

3 Distributed system V IPC in LOCUS: a design and implementation retrospective   ◼

B D Fleisch

August 1986 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM conference on Communications architectures & protocols SIGCOMM '86**, Volume 16 Issue 3

Publisher: ACM Press

Full text available: 📄 pdf(1.30 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper describes new interprocess communications facilities that have been added to the Locus system [POPEK 81][WALKER 83]. The facilities improve Locus's interprocess communication repertoire by providing distributed support for three separate subsystems from System V UNIX: messages, semaphores, and shared memory. Here we describe these subsystems and their integration into in the Locus architecture.

4 Applications: COPA: a GIS-based tool for land consolidation projects   ◼

Juan Touriño, Francisco F. Rivera, Carlos Alvarez, César M. Dans, Jorge Parapar, Ramón Doallo, Marcos Boullón, Javier D. Bruguera, Rafael Crecente, Xesús P. González

November 2001 **Proceedings of the 9th ACM international symposium on Advances in geographic information systems**

Publisher: ACM Press

Full text available: pdf(3.06 MB)   Additional Information: full citation, abstract, references, index terms

> COPA (which means "*COncentración PArcelaria*", the Spanish term of "land consolidation") is an experimental tool integrated into a GIS environment to aid rural engineers to develop land consolidation projects. The system supports several tasks implemented as heuristic processes based on experts' experiences. The tool includes automated generation of nearly optimal parcel reallocations and an environment to refine and evaluate the proposed solutions. It also provides an integrated fr ...

5 Technical correspondence: An overview of Fortran 2003

John Reid

August 2004 **ACM SIGPLAN Notices,** Volume 39 Issue 8

Publisher: ACM Press

Full text available: pdf(101.65 KB)   Additional Information: full citation, abstract, references

> There is plenty happening just now with respect to Fortran. Two sets of features (for exception handling and for enhancements to allocatable arrays) were defined in Technical Reports as extensions to Fortran 95 and have become widely available in compilers.
>
> The features of Fortran 2003 have been chosen and the standard is essentially complete. As well as the contents of the two Technical Reports, this adds interoperability with C, parameterized derived types, procedure pointers, type e ...

6 Papers: Off the wall: Fluid interaction with high-resolution wall-size displays

François Guimbretière, Maureen Stone, Terry Winograd

November 2001 **Proceedings of the 14th annual ACM symposium on User interface software and technology**

Publisher: ACM Press

Full text available: pdf(1.34 MB)   Additional Information: full citation, abstract, references, citings, index terms

> This paper describes new interaction techniques for direct pen-based interaction on the Interactive Mural, a large (6'x3.5') high resolution (64 dpi) display. They have been tested in a digital brainstorming tool that has been used by groups of professional product designers. Our "interactive wall" metaphor for interaction has been guided by several goals: to support both free-hand sketching and high-resolution materials, such as images, 3D models and GUI application windows; to pres ...
>
> **Keywords**: FlowMenu, Large displays, interactive wall

7 Garbage collection in C programs

Gianluca Insolvibile

September 2003 **Linux Journal,** Volume 2003 Issue 113

Publisher: Specialized Systems Consultants, Inc.

Full text available: html(29.78 KB)   Additional Information: full citation, abstract

> A surprising look at the performance of garbace collection vs. conventional memory management.

8 The object-oriented implementation of a document editor

Paul Calder, Mark Linton

October 1992 **ACM SIGPLAN Notices , conference proceedings on Object-oriented programming systems, languages, and applications OOPSLA '92,** Volume 27 Issue 10

Publisher: ACM Press

Full text available: pdf(1.32 MB)   Additional Information: full citation, references, citings, index terms

9 Computer simulation—discussion of the technique and comparison of languages

Daniel Teichroew, John Francis Lubin

October 1966 **Communications of the ACM**, Volume 9 Issue 10

Publisher: ACM Press

Full text available: pdf(2.23 MB)   Additional Information: full citation, abstract, references, citings

The purpose of this paper is to present a comparison of some computer simulation languages and of some of the packages by which each is implemented. Some considerations involved in comparing software packages for digital computers are discussed in Part I. The issue is obvious: users of digital computers must choose from available languages or write their own. Substantial costs can occur, particularly in training, implementation and computer time if an inappropriate language is chosen. More ...

10 Cross-modal interaction using XWeb

Dan R. Olsen, Sean Jefferies, Travis Nielsen, William Moyes, Paul Fredrickson

November 2000 **Proceedings of the 13th annual ACM symposium on User interface software and technology**

Publisher: ACM Press

Full text available: pdf(200.30 KB)   Additional Information: full citation, references, citings, index terms

Keywords: cross-modal interaction, network interaction, screen layout, speech interfaces

11 Object oriented design in a real-time multiprocessor environment

K. McQuown

January 1989 **Proceedings of the conference on Tri-Ada '89: Ada technology in context: application, development, and deployment**

Publisher: ACM Press

Full text available: pdf(1.58 MB)   Additional Information: full citation, abstract, references, citings, index terms

Object Oriented Design (OOD), with its emphasis on data encapsulation and rigorously defined message passing interfaces, offers great possibilities for improving the reliability and maintainability of large-scale software. These improvements are made feasible for the first time in military avionics applications by the recent emergence of new computers with significant increases in processing power and memory capacity. Ironically, this newly available hardware, because it features mo ...

12 Neon: a single-chip 3D workstation graphics accelerator

Joel McCormack, Robert McNamara, Christopher Gianos, Larry Seiler, Norman P. Jouppi, Ken Correll

August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

Publisher: ACM Press

Full text available: pdf(1.58 MB)   Additional Information: full citation, references, citings, index terms

Keywords: chunk rendering, direct rendering, graphics pipeline, level of detail, rasterization, texture cache, tile rendering

13 A class library management system for object-oriented programming

Kek Wee Ng, Jian Ma, Gi-Moon Nam

March 1993 **Proceedings of the 1993 ACM/SIGAPP symposium on Applied computing: states of the art and practice**
Publisher: ACM Press
Full text available: pdf(625.76 KB)   Additional Information: full citation, references, index terms

Keywords: class library management and software reusability, object-oriented, relational data dictionary, software development

14 Reference model for DBMS standardization

March 1986 **ACM SIGMOD Record**, Volume 15 Issue 1
Publisher: ACM Press
Full text available: pdf(2.62 MB)   Additional Information: full citation, abstract, citings, index terms

This report proposes a Reference Model (RM) for database management system (DBMS) standardization. A Reference Model is a conceptual framework whose purpose is to divide standardization work into manageable pieces and to show at a general level how these pieces are related with each other. The proposed RM comprises a Data Mapping Control System (DMCS) that retrieves and stores application data, application schemas, and data dictionary schemas. This DMCS is bounded by two interfaces: the Data Lan ...

15 MSAEC contributions: Rapid asset allocation for dynamic TACAIR decision support

John McDonnell, Aaron Rice
June 2005 **Proceedings of the 2005 workshops on Genetic and evolutionary computation GECCO '05**
Publisher: ACM Press
Full text available: pdf(155.35 KB)   Additional Information: full citation, abstract, references, index terms

This work addresses a decision support system that can be used for effectively re-tasking TACAIR assets under a variety of constraints. Analysis of the common operational picture provides augmented situational awareness. Automatic risk analysis keeps the user aware of current and planned risk levels to blue force assets. Options for reacting to changes in the battlefield environment are generated using an evolutionary search algorithm.

Keywords: asset allocation, decision support, evolutionary search algorithm, situation awareness

16 An evaluation of automatic object inline allocation techniques

Julian Dolby, Andrew A. Chien
October 1998 **ACM SIGPLAN Notices , Proceedings of the 13th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '98**, Volume 33 Issue 10
Publisher: ACM Press
Full text available: pdf(2.26 MB)   Additional Information: full citation, abstract, references, citings, index terms

Object-oriented languages such as Java and Smalltalk provide a uniform object reference model, allowing objects to be conveniently shared. If implemented directly, these uniform reference models can suffer in efficiency due to additional memory dereferences and memory management operations. Automatic *inline allocation* of child objects within parent objects can reduce overheads of heap-allocated pointer-referenced objects.We present three compiler analyses to identify inlinable fields by t ...

17 SIMSCRIPT II.5 and MODSIM II: a brief introduction

Edward C. Russell
December 1991 **Proceedings of the 23rd conference on Winter simulation**
Publisher: IEEE Computer Society
Full text available: Additional Information:

📄 pdf(470.50 KB)   <u>full citation</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

18   <u>Intelligent mediation: an architecture for the real-time allocation of interface resources</u> ⬛
Russell Ovans, William S. Havens
February 1993 **Proceedings of the 1st international conference on Intelligent user interfaces**
Publisher: ACM Press
Full text available: 📄 <u>pdf(698.26 KB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>index terms</u>

> **Keywords:** automatic presentation architectures, constraint logic programming, knowledge-based interface design, supervisory control

19   <u>Experience with an uncommon Lisp</u>   ⬛
Cyril N. Alberga, Chris Bosman-Clark, Martin Mikelsons, Mary S. Van Deusen, Julian Padget
August 1986 **Proceedings of the 1986 ACM conference on LISP and functional programming**
Publisher: ACM Press
Full text available: 📄 <u>pdf(1.62 MB)</u>   Additional Information: <u>full citation</u>, <u>references</u>, <u>citings</u>

20   <u>Reliable, reusable Ada components for constructing large, distributed multi-task networks: networks architecture services (NAS)</u>   ⬛
W. Royce
January 1989 **Proceedings of the conference on Tri-Ada '89: Ada technology in context: application, development, and deployment**
Publisher: ACM Press
Full text available: 📄 <u>pdf(1.42 MB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

> This paper will introduce the key concepts of TRW's Reusable Message Based Design Software (Network Architecture Services- NAS) which has proven to be key to the CCPDS-R project's progress to date. The NAS software and supporting tools have provided the CCPDS-R Project team with reliable, powerful building blocks that have been integrated into extensive demonstrations to validate the critical design approaches. The CCPDS-R PDR Demonstration consisted of 130 Ada tasks interconnected via 450 ...

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1   Poster session 2: ICARE software components for rapidly developing multimodal ■
interfaces
Jullien Bouchet, Laurence Nigay, Thierry Ganille
October 2004 **Proceedings of the 6th international conference on Multimodal**
      interfaces
Publisher: ACM Press
Full text available: 📄 pdf(665.26 KB)   Additional Information: full citation, abstract, references, index terms

Although several real multimodal systems have been built, their development still remains
a difficult task. In this paper we address this problem of development of multimodal
interfaces by describing a component-based approach, called ICARE, for rapidly
developing multimodal interfaces. ICARE stands for Interaction-CARE (Complementarity
Assignment Redundancy Equivalence). Our component-based approach relies on two
types of software components. Firstly ICARE elementary components include Devic ...

Keywords: multimodal interactive systems, software components

2   Redundancy in model specifications for discrete event simulation ■
Richard E. Nance, C. Michael Overstreet, Ernest H. Page
July 1999 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume
      9 Issue 3
Publisher: ACM Press
Full text available: 📄 pdf(295.90 KB)   Additional Information: full citation, abstract, references, citings, index
                                              terms

Although redundancy in model specification generally has negative connotations, we offer
arguments for revising those convictions. Defining "representational redundancy" as the
inclusion of any symbols not required to fulfill the study objectives, we cite several
sources of redundancy, classified as accidental or intentional, that contribute positively to
the model development tasks. Comparative benefits and detriments are discussed briefly.
Focusing on the most interesting sour ...

Keywords: discrete event simulation, model analysis, model development environment,
uses of redundancy

3   PROTEUS: objectifying the DBMS user interface ■
T. Lougenia Anderson, Earl F. Ecklund, David Maier
September 1986 **Proceedings on the 1986 international workshop on Object-oriented**
      database systems
Publisher: IEEE Computer Society Press

Full text available: pdf(973.13 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Our thesis it that the external representation of all components of a database system should be under programmer control: objects, schemes, commands, even the representation specifications themselves. Here we give the rationale and design for the PROTEUS interface system that sits atop an object-oriented DBMS. After introducing the model, TEDM, for the DBMS, we describe the classes of objects that model components of the database of interest to PROTEUS: type definitions, representat ...

4 Special section: Reasoning about structure, behavior and function

B. Chandrasekaran, Rob Milne
July 1985 **ACM SIGART Bulletin**, Issue 93
Publisher: ACM Press
Full text available: pdf(5.13 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>

The last several years' of work in the area of knowledge-based systems has resulted in a deeper understanding of the potentials of the current generation of ideas, but more importantly, also about their limitations and the need for research both in a broader framework as well as in new directions. The following ideas seem to us to be worthy of note in this connection.

5 Automatic topology optimization for analog module generators

M. Wolf, U. Kleine
February 1998 **Proceedings of the conference on Design, automation and test in Europe**
Publisher: IEEE Computer Society
Full text available: pdf(128.78 KB)
Publisher Site   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

In this paper a new topology optimization feature of a module generator environment will be presented. The optimization is performed by removing redundant elements of objects already placed and by assessing different layout topologies of a module. This drastically reduces the length of the generator source code, because different topologies need no separate source code, but result automatically.

Keywords: analog, layout, module generators, optimization

6 Changes that users demanded in the human interface to the Hermes Message System

Charlotte D. Mooers
December 1983 **Proceedings of the SIGCHI conference on Human Factors in Computing Systems**
Publisher: ACM Press
Full text available: pdf(449.99 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

The Hermes Message System has evolved in response to the needs and criticisms of users. This paper gives examples of some less than successful features, many of which have been changed, so that future designers will know what didn't work, as well as what does. Principles derived from this experience are: (a) What you see should be what you can type. (b) Commands and syntax should be uniform. (c) Commands and objects should be organized into groups. (d) Hierarchy is great for organizing thin ...

7 An environment for acquiring semantic information

Damaris M. Ayuso, Varda Shaked, Ralph M. Weischedel
July 1987 **Proceedings of the 25th annual meeting on Association for Computational Linguistics**
Publisher: Association for Computational Linguistics
Full text available: pdf(794.85 KB)
                    Additional Information:

full citation, abstract, references, citings

An improved version of IRACQ (for Interpretation Rule ACQuisition) is presented. Our approach to semantic knowledge acquisition: 1) is in the context of a general purpose NL interface rather than one that accesses only databases, 2) employs a knowledge representation formalism with limited inferencing capabilities, 3) assumes a trained person but not an AI expert, and 4) provides a complete environment for not only acquiring semantic knowledge, but also maintaining and editing it in a consistent ...

8   DENIM: finding a tighter fit between tools and practice for Web site design
James Lin, Mark W. Newman, Jason I. Hong, James A. Landay
April 2000   **Proceedings of the SIGCHI conference on Human factors in computing systems**
Publisher: ACM Press

Full text available: pdf(1.16 MB)   Additional Information: full citation, abstract, references, citings, index terms

Through a study of web site design practice, we observed that web site designers design sites at different levels of refinement—site map, storyboard, and individual page—and that designers sketch at all levels during the early stages of design. However, existing web design tools do not support these tasks very well. Informed by these observations, we created DENIM, a system that helps web site designers in the early stages of design. DENIM supports sketching input, allows design a ...

Keywords: Web design, informal, pen-based computers, rapid prototyping, sketching, zooming user interface (ZUI)

9   Iconic: speech and depictive gestures at the human-machine interface
David B. Koons, Carlton J. Sparrell
April 1994   **Conference companion on Human factors in computing systems**
Publisher: ACM Press
Full text available: pdf(239.66 KB)   Additional Information: full citation, references, citings

10   Primitives for distributed computing
Barbara Liskov
December 1979   **Proceedings of the seventh ACM symposium on Operating systems principles**
Publisher: ACM Press

Full text available: pdf(877.17 KB)   Additional Information: full citation, abstract, references, citings, index terms

Distributed programs that run on nodes of a network are now technologically feasible, and are well-suited to the needs of organizations. However, our knowledge about how to construct such programs is limited. This paper discusses primitives that support the construction of distributed programs. Attention is focussed on primitives in two major areas: modularity and communication. The issues underlying the selection of the primitives are discussed, especially the issue of providing robust beh ...

11   Textual bloopers: an excerpt from GUI bloopers
Jeff Johnson
September 2000   **interactions**, Volume 7 Issue 5
Publisher: ACM Press
Full text available: pdf(734.19 KB)
                        html(80.52 KB)   Additional Information: full citation, index terms

12

Adapting a debugger for optimised programs
William S. Shu
April 1993 **ACM SIGPLAN Notices**, Volume 28 Issue 4
Publisher: ACM Press
Full text available: pdf(554.89 KB)   Additional Information: full citation, abstract, citings, index terms

An interactive source-level debugger for optimised programs is built where the features of either debugger or optimiser may be fully expressed without undue hindrance from each other, nor degradation when they are used separately. Tracker is the link between the tools that assures this. Its role is to correct for any distortions introduced by optimisation in the debugging process. It stems from a view that opfimisation and debugging perform the same actions on a·program code, albeit for differen ...

13 Evolution of the meta-assembly program
David E. Ferguson
March 1966 **Communications of the ACM**, Volume 9 Issue 3
Publisher: ACM Press
Full text available: pdf(964.87 KB)   Additional Information: full citation, abstract, citings

A generalized assembler called a "meta-assembler" is described. The meta-assembler is defined and factors which contributed to its evolution are presented. How a meta-assembler is made to function as an assembly program is described. Finally, the implication of meta-assemblers on compiler design is discussed.

14 Joint session with UIST: Mutual disambiguation of 3D multimodal interaction in augmented and virtual reality
Ed Kaiser, Alex Olwal, David McGee, Hrvoje Benko, Andrea Corradini, Xiaoguang Li, Phil Cohen, Steven Feiner
November 2003 **Proceedings of the 5th international conference on Multimodal interfaces**
Publisher: ACM Press
Full text available: pdf(369.73 KB)   Additional Information: full citation, abstract, references, citings, index terms

We describe an approach to 3D multimodal interaction in immersive augmented and virtual reality environments that accounts for the uncertain nature of the information sources. The resulting multimodal system fuses symbolic and statistical information from a set of 3D gesture, spoken language, and referential agents. The referential agents employ visible or invisible volumes that can be attached to 3D trackers in the environment, and which use a time-stamped history of the objects that intersect ...

Keywords: augmented/virtual reality, evaluation, multimodal interaction

15 IRIS performer: a high performance multiprocessing toolkit for real-time 3D graphics
John Rohlf, James Helman
July 1994 **Proceedings of the 21st annual conference on Computer graphics and interactive techniques**
Publisher: ACM Press
Full text available: pdf(633.11 KB) ps(9.32 MB)   Additional Information: full citation, abstract, references, citings, index terms

This paper describes the design and implementation of IRIS Performer, a toolkit for visual simulation, virtual reality, and other real-time 3D graphics applications. The principal design goal is to allow application developers to more easily obtain maximal performance from 3D graphics workstations which feature multiple CPUs and support an immediate-mode rendering library. To this end, the toolkit combines a low-level library for high-performance rendering with a high-level library that imp ...

16 Using types to analyze and optimize object-oriented programs

Amer Diwan, Kathryn S. McKinley, J. Eliot B. Moss
January 2001 **ACM Transactions on Programming Languages and Systems (TOPLAS),**
Volume 23 Issue 1
Publisher: ACM Press

Full text available: pdf(414.51 KB)   Additional Information: full citation, abstract, references, citings, index terms

Object-oriented programming languages provide many software engineering benefits, but these often come at a performance cost. Object-oriented programs make extensive use of method invocations and pointer dereferences, both of which are potentially costly on modern machines. We show how to use types to produce effective, yet simple, techniques that reduce the costs of these features in Modula-3, a statically typed, object-oriented language. Our compiler performs type-based alias analysis to ...

Keywords: alias analysis, classes and objects, method invocation, object orientation, polymorphism, redundancy elimination

17 Amortizing 3D graphics optimization across multiple frames
Jim Durbin, Rich Gossweiler, Randy Pausch
December 1995 **Proceedings of the 8th annual ACM symposium on User interface and software technology**
Publisher: ACM Press
Full text available: pdf(599.95 KB)   Additional Information: full citation, references, citings, index terms

Keywords: interactive graphics, optimization, real-time, rendering, three-dimensional graphics, virtual reality

18 Impulse-86: a substrate for object-oriented interface design
Reid G. Smith, Rich Dinitz, Paul Barth
June 1986 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications OOPLSA '86,** Volume 21
Issue 11
Publisher: ACM Press

Full text available: pdf(788.75 KB)   Additional Information: full citation, abstract, references, citings, index terms

Impulse-86 provides a general and extensible substrate upon which to construct a wide variety of interactive user interfaces for developing, maintaining, and using knowledge-based systems. The system is based on five major building blocks: Editor, Editor Window, PropertyDisplay, Menu, and Operations. These building blocks are interconnected via a uniform framework and each has a well-defined set of responsibilities in an interface.Customized inte ...

19 Late breaking results: posters: Glimpse: a novel input model for multi-level devices
Clifton Forlines, Chia Shen
April 2005 **CHI '05 extended abstracts on Human factors in computing systems**
Publisher: ACM Press
Full text available: pdf(208.65 KB)   Additional Information: full citation, abstract, references, index terms

We describe a technique that supports the previewing of navigation, exploration, and editing operations by providing convenient *Undo* for unsuccessful and/or undesirable actions on multi-level input devices such as touch screens and pen-based computers. By adding a *Glimpse* state to traditional three-state pressure sensitive input devices, users are able to preview the effects of their editing without committing to them. From this *Glimpse* state, users can undo their action as ...

Keywords: direct manipulation, navigation, pressure sensitive input, stylus, three-state input, touch screens, undo

20 <u>Function and context</u>
Stephen Taylor
March 1983 **ACM SIGAPL APL Quote Quad , Proceedings of the international conference on APL APL '83** , Volume 13 Issue 3
Publisher: ACM Press

Full text available: <u>pdf(426.88 KB)</u>   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

This paper tackles three areas of difficulty in APL. The first is the subjection to APL syntax of the work presently performed by system commands under user intervention. The second is the growing diversity of object types noted by Crick. The third arises from the matter of assigning functions raised by Iverson and Wooster. All three areas are addressed by proposed extensions to the definition and concept of functions. The extended definition is shown to incorporate workspaces, groups, work ...

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1 Modular simulation environments: an object manager based architecture   ■
Charles R Standridge
December 1999 **Proceedings of the 31st conference on Winter simulation: Simulation--a bridge to the future - Volume 1**
Publisher: ACM Press
Full text available: 📄 pdf(56.59 KB)   Additional Information: full citation, references, citings, index terms

2 Agent-based modeling and simulation: An agent-based framework for linking distributed simulations   ■
Linda F. Wilson, Daniel Burroughs, Jeanne Sucharitaves, Anush Kumar
December 2000 **Proceedings of the 32nd conference on Winter simulation**
Publisher: Society for Computer Simulation International
Full text available: 📄 pdf(201.92 KB)   Additional Information: full citation, abstract, references, citings

Simulations often operate on static datasets and data sources, but many simulations would benefit from access to dynamic data. This paper describes our work developing a software agent-based framework for dynamically linking distributed simulations and other remote data resources. The framework allows independently-designed simulations to communicate seemlessly with no a priori knowledge of the details of other simulations and data sources. In this paper, we discuss our architecture and c ...

3 Construction engineering and project management: Enabling smooth and scalable dynamic 3D visualization of discrete-event construction simulations   ■
Vineet R. Kamat, Julio C. Martinez
December 2001 **Proceedings of the 33nd conference on Winter simulation**
Publisher: IEEE Computer Society
Full text available: 📄 pdf(157.33 KB)   Additional Information: full citation, abstract, references, citings, index terms

Visualizing simulated construction operations is an effective means of communicating the logic and the inner working of simulation models in a comprehensive and comprehendible manner. This can facilitate both model verification and validation and help establish credibility of simulation analyses. Due to the inherent working nature of discrete-event simulation systems, visualizing simulated operations in a smooth and continuous manner in 3D virtual worlds presents numerous interesting challenges. ...

4 Computer simulation—discussion of the technique and comparison of languages   ■
Daniel Teichroew, John Francis Lubin
October 1966 **Communications of the ACM**, Volume 9 Issue 10

Publisher: ACM Press

Full text available: pdf(2.23 MB)   Additional Information: full citation, abstract, references, citings

> The purpose of this paper is to present a comparison of some computer simulation languages and of some of the packages by which each is implemented. Some considerations involved in comparing software packages for digital computers are discussed in Part I. The issue is obvious: users of digital computers must choose from available languages or write their own. Substantial costs can occur, particularly in training, implementation and computer time if an inappropriate language is chosen. More ... .

5 Computer system simulation of an on-line interactive command and control system   ▪

Herman Fischer

January 1971 **Proceedings of the 5th conference on Winter simulation**

Publisher: ACM Press

Full text available: pdf(617.19 KB)   Additional Information: full citation, abstract, index terms

> A computer simulation model was used as an analysis "tool" for computer system design trade-offs for an on-line interactive command and control system preliminary design study project. Three basic hardware configurations were modelled at the hardware interrupt/byte flow level: a. A Centralized Dual Multiprocessor b. Dual Computers c. A Distributed System of Central and Remote Computers The software of the system was modelled ...

6 Military applications: An agent architecture for implementing command and control in   ▪
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Colin R. Mason, James Moffat

December 2001 **Proceedings of the 33nd conference on Winter simulation**

Publisher: IEEE Computer Society

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> In models of military operations it is important to include the Command and Control (C2) process in order to achieve a realistic simulation of a military force's behaviour and effectiveness. Inspired by ideas from complexity theory we have developed a representation of C2 based on a decentralised system of interacting intelligent "command agents". In this paper we describe the architecture of our command agents and how this captures the key C2 processes that exist in military headquarters, parti ...

7 Military applications: Decision making support: representing the C2 process in   ▪
simulations: modelling the human decision-maker

Colin R. Mason, James Moffat

December 2000 **Proceedings of the 32nd conference on Winter simulation**

Publisher: Society for Computer Simulation International

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> Military Command and Control (C2) is the process by which commanders organise and employ force elements in order to achieve military objectives. This process needs to be represented in models of conflict in order to simulate realistic force behaviour and effectiveness. Since C2 is heavily influenced by human decision-making, modelling the C2 process is recognized as one of the most challenging areas for defence analysis. This paper describes on-going research into ways in which the effects of C2 ...

8 Distributed visualization in the command and control environment for constructive   ▪
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Dennis V. Brockway, Cheryl A. Ammann, Marsha J. Boggs, Cindy S. Sievers, J. Wayne Anderson, Linda K. Anderson

December 1995 **Proceedings of the 27th conference on Winter simulation**

Publisher: ACM Press

Full text available: Additional Information:

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full citation, index terms

9 An open simulation architecture for Force XXI

John A. Hamilton, Udo W. Pooch
December 1995 **Proceedings of the 27th conference on Winter simulation**
Publisher: ACM Press
Full text available: pdf(904.81 KB)   Additional Information: full citation, references, index terms

10 Software/modelware tutorials I: Adding animation to a simulation using Proof™

James O. Henriksen
December 2000 **Proceedings of the 32nd conference on Winter simulation**
Publisher: Society for Computer Simulation International
Full text available: pdf(236.31 KB)   Additional Information: full citation, abstract, references, citings

Proof Animation™ is a family of products for adding animation to discrete event simulations. Proof is available in a variety of versions, including an inexpensive, student version, mid-size and unlimited-size commercial versions, a run-time version, and a royalty-free, redistributable demo viewer. Proof is an ASCII-stream-driven, general-purpose animation system which runs on readily available PC hardware. Its vector-based geometry provides a large animation canvas and the ability to zoom ...

11 Nonsequentiality and Concrete Activity Phases in Discrete-Event Simulation Languages

J. A. Barnden
July 1981 **ACM Transactions on Programming Languages and Systems (TOPLAS),**
Volume 3 Issue 3
Publisher: ACM Press
Full text available: pdf(1.59 MB)   Additional Information: full citation, references, index terms

12 Logistics/transportation applications: Hybrid-system simulation for National Airspace System safety analysis

Amy R. Pritchett, Seungman Lee, David Huang, David Goldsman
December 2000 **Proceedings of the 32nd conference on Winter simulation**
Publisher: Society for Computer Simulation International
Full text available: pdf(263.18 KB)   Additional Information: full citation, abstract, references, citings

Analysis of large, complex systems requires simulations of hybrid-system dynamics, i.e., dynamics which are best described by a combination of continuous-time and discrete-event models, and their interactions. To serve as valuable research tools, such simulations need also be computationally efficient, readily modifiable, and open to a wide range of component modules. This paper describes the development of a simulation architecture meeting these criteria. The issues with its development are des ...

13 Advanced simulation, battle managers, and visualization

Joseph J. Molitoris, Thomas D. Taylor
December 1995 **Proceedings of the 27th conference on Winter simulation**
Publisher: ACM Press
Full text available: pdf(771.63 KB)   Additional Information: full citation, references, index terms

14 A case study of verification, validation, and accreditation for advanced distributed simulation

Ernest H. Page, Bradford S. Canova, John A. Tufarolo

July 1997 **ACM Transactions on Modeling and Computer Simulation (TOMACS)**, Volume 7 Issue 3
Publisher: ACM Press

Full text available: 📄 pdf(501.51 KB)   Additional Information: full citation, abstract, references, citings, index terms, review

The techniques and methodologies for verification and validation of software-based systems have arguably realized their greatest utility within the context of simulation. Advanced Distributed Simulation (ADS), a major initiative within the defense modeling and simulation community, presents a variety of challenges to the classical approaches. A case study of the development process and concomitant verification and validation activities for the Joint Training Confederation (JTC) is presented ...

Keywords: IDEF modeling, advanced distributed simulation, aggregate level simulation protocol, life cycle, validation and accreditation, verification, wargame

15 A generic architecture for intelligent simulation training systems
Murat Draman
April 1991 **Proceedings of the 24th annual symposium on Simulation ANSS '91**
Publisher: IEEE Computer Society Press
Full text available: 📄 pdf(866.94 KB)   Additional Information: full citation, references, citings, index terms

16 Scripting highly autonomous simulation behavior using case-based reasoning
Niels Catsimpoolas, Jed Marti
April 1992 **Proceedings of the 25th annual symposium on Simulation ANSS '92**
Publisher: IEEE Computer Society Press
Full text available: 📄 pdf(836.89 KB)   Additional Information: full citation, references, index terms

17 A detailed interactive simulation system for developing command and control systems
Kevin C. Trott, Frederick K. Frantz
March 1983 **Proceedings of the 16th annual symposium on Simulation**
Publisher: IEEE Computer Society Press
Full text available: 📄 pdf(1.20 MB)   Additional Information: full citation, abstract, references, citings, index terms

The Dynamic Ground Target Simulation (DGTS) system is a real-time interactive simulation system which produces detailed scenarios of military unit activity. DGTS is composed of three subsystems: a Model Construction Subsystem, which uses a Pascal-based discrete event simulation language, a Data Preparation Subsystem, and a Scenario Generation Subsystem, which executes a model according to a specific set of orders and allows it to be interactively manipulated. DGTS has been used to generate ...

18 SimKit: a high performance logical process simulation class library in C++
Fabian Gomes, John Cleary, Alan Covington, Steve Franks, Brian Unger, Zhong-e Ziao
December 1995 **Proceedings of the 27th conference on Winter simulation**
Publisher: ACM Press
Full text available: 📄 pdf(745.52 KB)   Additional Information: full citation, references, citings, index terms

19 Modeling methodology: Verification of object-oriented simulation designs
Michael L. Metz, Jack Jordan
December 2001 **Proceedings of the 33nd conference on Winter simulation**
Publisher: IEEE Computer Society

Full text available: pdf(300.70 KB)   Additional Information: full citation, abstract, references, index terms

This paper discusses the verification process for object-oriented simulation high-level and detailed designs based on the authors experience with the Joint Warfare System (JWARS). There is an overview of the JWARS simulation, the software development process, and the design artifacts. The paper describes how the JWARS V&V Team developed a tailored process and method for verification of the high level design and the detailed design and attempted to determine and document the completeness of the d ...

20 Ownership confinement ensures representation independence for object-oriented programs

Anindya Banerjee, David A. Naumann
November 2005 **Journal of the ACM (JACM)**, Volume 52 Issue 6
Publisher: ACM Press
Full text available: pdf(664.37 KB)   Additional Information: full citation, abstract, references, index terms

Representation independence formally characterizes the encapsulation provided by language constructs for data abstraction and justifies reasoning by simulation. Representation independence has been shown for a variety of languages and constructs but not for shared references to mutable state; indeed it fails in general for such languages. This article formulates representation independence for classes, in an imperative, object-oriented language with pointers, subclassing and dynamic dispatch, cl ...

Keywords: Alias control, confinement, data refinement, relational parametricity, simulation

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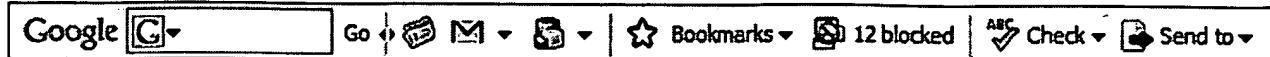prevent **redundant** and potentially inconsistent knowledge acquisition and ...
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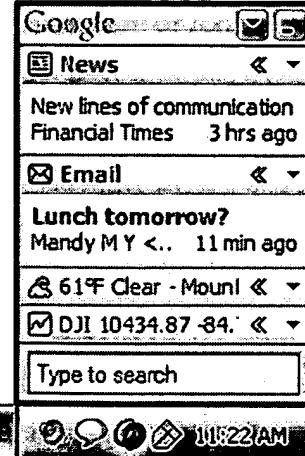### 2.3.4 Simulation of Reliability Policies
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